

receiving at least a second set of symbols from which a rank may be determined without having placed an additional bet to the at least one bet;

- determining the rank of the second set of symbols;
- comparing the rank of the second set of symbols to a payout table;
- determining whether the rank of said second set of symbols exceeds a minimum rank in the payout table;
- resolving the at least one bet with respect to whether a) the first set of symbols exceeds a minimum rank in the payout table; b) the second set of symbols exceeds a minimum rank in the payout table; and c) both the first set of symbols and the second set of symbols exceed a minimum in the payout table.

4. A method of playing a wagering game of cards with at least two consecutive hands of a card game being played comprising:

- placing at least one bet;
- receiving at least one first hand of cards from which a rank may be determined;
- determining the rank of the first hand of cards;
- comparing the first hand of cards to a payout table;
- determining whether the rank of the first hand of cards exceeds a minimum rank in the payout table;
- receiving at least a second hand of cards from which a rank may be determined without having placed an additional bet to the at least one bet;
- determining the rank of the second hand of cards;
- comparing the rank of the second hand of cards to a payout table;
- determining whether the rank of said second hand of cards exceeds a minimum rank in the payout table;
- resolving the at least one bet with respect to whether a) the first hand exceeds a minimum rank in the payout table; b) the second hand exceeds a minimum rank in the payout table; and c) both the first hand of cards and the second hand of cards exceed a minimum in the payout table.

15. A method of playing a video wagering game with at least two consecutive hands of a card game being played comprising:

placing at least one bet;

receiving at least one first hand of cards from which a rank may be determined;

determining the rank of the first hand of cards;

comparing the first hand of cards to a payout table;

determining whether the rank of the first hand of cards exceeds a minimum rank in the payout table;

receiving at least a second hand of cards from which a rank may be determined without having placed an additional bet to the at least one bet;

determining the rank of the second hand of cards;

comparing the rank of the second hand of cards to a payout table;

determining whether the rank of said second hand of cards exceeds a minimum rank in the payout table;

resolving the at least one bet with respect to whether a) the first hand exceeds a minimum rank in the payout table; b) the second hand exceeds a minimum rank in the payout table; and c) both the first hand of cards and the second hand of cards exceed a minimum in the payout table.

20. A method of playing a wagering game of poker comprising:

- a) a player wagering on a first game of poker;
- b) the player playing said first game of poker;
- c) determining if the player wins the first game of poker;
- d) if the player wins the first game of poker with a hand exceeding an at least predetermined rank, providing the player with an opportunity to play a second game of poker without placing further wagers; and
- e) if the player attains a hand in the second game of poker that also exceeds said predetermined rank, a payout is achieved for a) the rank of the first poker hand, b) the rank of the second poker hand, and c) the occurrence of both the first poker hand and the second poker hand exceeding a specific rank.

22. A method of playing a wagering game [that includes the steps of] comprising:

placing at least a one part bet;

playing a first wagering game segment whose game outcome depends at least in part upon the random selection of game symbols;

comparing a first segment game outcome to the rules of the game to determine if a payout is associated with the first segment game outcome;

playing at least a second wagering game segment whose outcome depends at least in part upon the random selection of game symbols without placing further wagers; and

comparing a second segment game outcome to the rules of the game to determine if a payout is associated with the second segment game outcome

awarding the player a first payout when the first segment game outcome is determined to be a winning outcome;

awarding the player a second payout when the at least a second game outcome is determined to be a winning outcome; and

when consecutively played first and at least second game segments both have winning outcomes, paying the player a third payout for the consecutive winning outcomes without having placed further wagers other than the at least a one part bet.

23. A method of playing a wagering game comprising:

a player placing a wager comprising at least one part to participate in the wagering game;

playing a first wagering game segment whose game outcome depends at least in part upon chance;

comparing a first segment game outcome to the rules of the game to determine if a payout is a winning outcome;

playing a second wagering game segment whose outcome is based at least in part on chance without placing further wagers in addition to the wager comprising at least one part; and

comparing the outcome of the second segment game to the rules of the game to identify whether the outcome is a winning outcome; and